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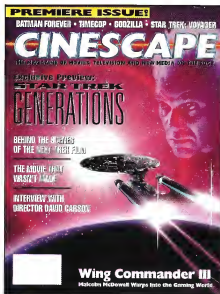
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AND RICHARD EMDON



STRATEGY 1b



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PRESENTS

MORTAL KOMBAT™



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KOMBAT KREATORS TOBIAS AND BOON TALK ABOUT THEIR PAST, PRESENT, AND FUTURE PLANS FOR MORTAL KOMBAT...

By Mike Stokes

Once upon a time, in the offices of Williams Electronics, a couple of bright, young programmers decided to develop a fighting game.

What they came up with became a phenomenon.

In just eight months, John Tobias and Ed Boon, the masterminds behind *Mortal Kombat*, revolutionized fighting games with one of the most dynamic, exciting, challenging and popular games in years, and it didn't take long to realize that *Mortal Kombat* was a hit.

"We knew it was a lot of fun playing it here and we enjoyed it a lot," Tobias says, "but the real test is when you put it out there for the first time and see how the kids in the arcade react. After the first day of tests, I think we knew that it was going to be something special."

At the arcade where it was unveiled (Times Square Ltd. in Chicago) people were lining up to play all weekend.

"We saw kids come in Friday night," Boon says, "and would stay until they closed; they got up early Saturday morning and showed up there and stayed the whole day Saturday and the same thing Sunday. When we saw kids completely changing the schedules of their whole weekend to come play the game, then we knew it was something special."

Neither of them, however, expected *Mortal Kombat* to become the phenomenal success that it is, not only in the arcades, but outside of that arena as well.

"No one was expecting anything of this magnitude," Boon says. "We knew it was really fun, we knew it was going to be a hit in the sense that kids love to play it, but it's gone beyond anybody's expectations."

Looking for a way to flex their technological muscle, Tobias and Boon thought a realistic head-to-head fighting game would be perfect.

"John [had] just finished doing [Total Carnage] with really tiny characters, and I just finished [High Impact] with these small football characters, and we were saying that we haven't done a game that really exploited our graphics—our digitized stuff," Boon recalls.

"At the time, the perception [for fighting games] was *Street Fighter*. You'd say, 'God, these characters are so big,'" he continues. "We wanted to get even bigger than that; we wanted really huge characters that, when they're digitized, would just look like real human beings and was as realistic as possible."

"When we saw the success of the fighting games, we [thought it was] a natural thing for Williams to do one."

From there, Tobias and Boon met with the head of the company to pitch their idea.

"We didn't have every move, every idea in mind at the time, but we did know we wanted to do something with big characters," Boon says. "We said violent, but we didn't think of fatalities at that point. We thought of just

really, *crraaccckkk*, where you feel the hits, so to speak—just outrageous, where the uppercuts lift you up—just really going overboard on being wild."

From its inception, *Mortal Kombat* has continued to evolve, even after its successful test-market debut.

"We banged that one out really fast," Boon says of *Mortal Kombat*. "We tested it in Chicago ... and the game did really good. Then our president told us to take the extra time and put in another character, so we came up with Sonya, put her in, and we went back and tested with seven characters."

There were other Kombatants as well, who were going to appear in the game, but for one reason or another didn't make the cut.

"We axed them right in the beginning,"

Tobias says. "Actually, Sonya's character was what originally became Jax ... and there were a couple others we didn't use."

"We were going to do a big barbarian," he continues. "I don't know how to describe him; he was a character out of Japanese mythology. We axed him, but we actually sort of did that [anyway] when we came up with Goro, because he was going to be the big brute. There was a character called Minomoto, this is way way into the early stages, but he got axed—he's out of Japanese mythology. Then in MKII we had a female kickboxer we were going to throw into the storyline."

"In each game we just hit this brick wall where it's time to produce the game," Boon says. "We'll [keep working] on the game forever if we're given the time, but basically we've got a date that we've got to promise the game for production."

Mortal Kombat II, however, provided Boon and Tobias the opportunity to keep improving on their original concept.

"Everything we did, we wanted more," says Boon of the making of *Mortal Kombat II*. "The big question was: What are we not going to try? We wanted multiple fatalities; we wanted way more characters—we only had seven in the first game; and we wanted more hidden stuff—Reptile was just something that we whipped up in an afternoon. It was a total whim."

"I think we knew we had to improve on the graphics," Tobias says, "and we knew that, just overall, it had to be a lot newer than the last one—it was still *Mortal Kombat*, but it was so new that nobody would perceive it as, 'Oh, this is the same thing, twice.'"

"We really wanted to make the first one look generic," Boon adds. "That was what we kept repeating around here. We want people to look at *Mortal Kombat* and think, 'God, this thing is so generic and archaic,' and never want to play part one when you have part two available."

"*Mortal Kombat II* was simply every thing we wanted to do in part one," Boon continues. "Even in *Mortal Kombat II*, we had a million things that we wanted to put in and didn't have time, so we've just got to draw the line at some point and say, 'Enough is enough. Let's finish this game and ship it.'"

"WE' LL [KEEP WORKING] EVER IF WE'RE GIVEN T



THE NAME NAME: Earlier versions of Kintaro accentuated the decidedly lion-like features that were only partially retained in the final version.

Tobias, who had done comic book work while in college, developed the story behind *Mortal Kombat* which has become increasingly important as the popularity of the game and its related products grows.

"We wanted to attach a back story, which doesn't really get seen unless you read the attract mode or play to the end of the game anyway," Tobias says, "but I think we thought it would be cool if the [story] was there, and luckily enough, people play the game so much that eventually the story of each character got imbedded in their heads, and now everybody knows it.

"That worked out really well with movies and comic books and all that stuff coming out, because there's something for them to draw from. Rather than just taking just a bunch of characters and [later] having to come up with something, we already had something there," he says.

"You look at the other games,"

Boon adds, "[and] they just have a character and it's like, 'Well, why is he there?' [Then] after the game was popular ... they'd [make] up a story.

"[With] *Mortal Kombat*, John wrote all these stories to connect everybody together, and we were lucky that the game was so big—it just helped it so much, because the movie and the comic and all the other licensing stuff is all based on these same storylines."

Boon and Tobias are currently working on *Mortal Kombat III*. The release date is still unknown, but it promises to have even more characters, better graphics, new backgrounds and continues the story.

"We continued [the story] in part two, and in part three we're continuing it again. It's just this big soap opera that we keep opening the pages to," Boon jokes, "[but in] part three, it really does a big twist in the story."

"Part three is going to be really cool," Tobias promises.

Aside from developing something to compete with other fighting games on the market, Boon

and Tobias agree that the game was inspired by, among other things, a healthy diet of action movies during their formative years.

"What influenced us a lot [were] movies we saw," Tobias says. "It's just sort of a big muddy mess of stuff that we grew up with, and a big chunk of it [came] straight out of Chinese and Japanese mythology."

In fact, fictional action superstar Johnny Cage was originally targeted to be real-life superstar, Jean-Claude Van Damme.

"We wanted to license Jean-Claude Van Damme, and the storyline was pretty much the same except Van Damme, as himself, was going to be involved as one of the characters," Tobias reveals. "Eventually he dropped out," he continues, "so we moved forward and continued the development and that eventually became *Mortal Kombat*."

Ironically, neither had envisioned their game, with or without a movie star, becoming a film.

"Everybody's always looking to license something to pop up a title," Tobias says, "and we thought because the movies that [Van Damme] had made and the audience that he had attracted, we thought that he would be a perfect tie-in ... we thought he was the perfect match."

"Maybe it was a good thing that he wasn't involved," Tobias reflects, "because we felt we wouldn't [have] been able to do some of the things we went ahead and did."

What they did was incorporate the dreaded fatalities that have brought with them so much controversy.

"Everybody was already psyched on the idea of the game before we even thought of the concept of fatalities," Boon says. "The idea of hitting somebody and they leave the ground and fly up twenty feet in the air, that was freaking everybody out."

"The way fatalities emerged," he continues, "was we really hated in *Streets of Rage* how you would get dizzy, and the other guy has this free hit on you, so we thought we'd move that to the end of the game so the guy who had the free hit would have that satisfaction, but the other guy wouldn't [be] there as a sitting duck."

The actual fatality moves evolved over a period of time as they developed the game rather than in one twisted brain-storming session.

"We played the game, and then while we're playing it, somebody would just think, 'Oh, what if we had 'em do this?'" Boon recalls.

"I remember John came up with Sub-

ON THE GAME FOR E TIME," SAYS BOON



TWO OF A KIND: The evolution of MK2 from the original Mortal Kombat is a result of more time, creativity, input and even better technology.

Zero's [fatality] for the first game, and he said, 'What if he did this?' and I actually [said], 'Oh, god, that's way too gross.' And then everybody said, 'No, it's cool! So we put it in.'

"Johnny Cage's was actually [everybody had a fatality except for him] planned ... to throw you across the screen," Tobias recalls. "We put it in, and it didn't look good, then I drove to Kentucky Fried Chicken and on the way back I thought, 'Oh, we have these head images; why doesn't he just punch the guy's head off?'"

"It's not like we sit down and become creative," he adds. "At some point, it'll pop into your head and you don't know where."

In spite of the vicious moves that make players and spectators cringe, there were other fatalities that simply pushed the bounds of good taste too far, even for Mortal Kombat.

"People would say stuff that was just ridiculous like, 'He scalps him and eats his brain,' or something really stupid, and we'd just kind of laugh and not even consider it," Boon says.

"We draw the line," Tobias laughs. "We *did* cross the line in a lot of cases," he admits, "but there was a point where people would suggest stuff that was so outrageous that we couldn't even think about doing it."

Another aspect of the game that makes it so popular is the presence of hidden characters in the advanced levels, such as the nearly invisible Kombatant, Noob Saibot.

Although the name indicates that Chicago Cub announcer, Harry Caray, who has a well known affinity for spelling things backward may have had some influence, Noob was actually dreamed up by Boon.

"It was something that I wanted to do and

tell nobody about," he confesses.

Boon says that he'll usually pull people aside and show them the secrets he hides in the game, but Noob Saibot was kept top secret.

"This one was something that I wanted [not] even the sound guys ... to know so when people would ask them, there'd be no chance of them revealing it," he says.

"I just picked up a stupid name, you know, John and my name backwards, and I even built a little image of the person's name in the power bar by extracting other letters from the other names and put it in the game and then just didn't say anything. The whole thing I tried to do was to have something in the game that absolutely no one knew about."

Boon also contributed a surprise after a 250 win stretch: Table Tennis.

"I wanted that one because NBA Jam had this tank game in it, and I thought it would be cool to have a game reminiscent of the hidden game in there," Boon says of the grand-daddy of all video games. "I didn't have time to program it in, so a guy named Mark Penacho actually whipped that up in two days.



JAPANESE BARAKA: Early versions of Baraka more closely resembled the medieval Japanese warrior clans on which he may have been based upon.

"This whole game is such a big mystery," Tobias continues, "nobody knows exactly everything in there, and we always want there to be a question mark, so we really try to not tell people when they ask us, just to keep the element of mystery in there."

Asked whether they could reveal anything in *Mortal Kombat II* that hasn't yet been discovered, both simultaneously reply with an elusive "no comment."

At times blasted by concerned politicians and community groups for being too graphic, the *Mortal Kombat* craze seems to have outlasted its critics—especially the ones who attributed the game's enormous popularity solely to the violence. In fact, resistance to the even more graphic *Mortal Kombat II* has been minimal compared to the initial shock of the first game.

"The big thing that they said was that the game wasn't rated," Boon says, "and now they have this little 'seventeen' written on it and all of a sudden it's okay."

"It's [a] really interesting reaction this time around," Tobias adds. "I mean, it's just as violent as the first one if not more so."

"The way that we look at it is that there are a lot of movies that do way worse than what

we do," Boon says. "A lot of the stuff we came up with was based on something we'd seen in a movie ... and you know, when the movies are rated, people don't complain about them. They're not available to a five year old, and in the same sense, if they restrain a young kid from buying an MA-17 video game, it lets you do what you want, but it also shields the younger viewers from it. I guess that's kind of indicative of how our technology [has] advanced to the point where we can do stuff that looks realistic on a video screen."

"If you see someone do Jax's fatality," Boon says, "you aren't going to put five hundred dollars of your money [into a machine] to see him do it [many] more times. The violence is such an attraction to the game in terms of pulling people in as an attention getter, you know a lot of people will simplify it and say, 'Oh, the only reason you play that is because of all of the gore.' [But] the game has lasted; [*Mortal Kombat II*] has been out for about a year, and the kids are still pumping the hell out of it, and you can only attribute so much of the popularity to the violence, a couple of months of high earnings, but we're still being constantly played."

THIS AIN'T NO SONYA: An early concept drawing for a kickboxing champ that was ultimately dropped from the final MKII game

GENESIS OF JAX: The character designs of the rough and tumble fighter JAX went through a variety of changes as seen in these early drawings by Tobias



"THIS WHOLE GAME IS SUCH A BIG MYSTERY," SAYS TOBIAS"

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THE HIT



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By Perry Rodgers

P

OP CULTURE 1994.

Q: What was the highlight at Woodstock '94?

A: Well, it isn't clear. Either Nine Inch Nails or rolling in the mud with strangers. Next question.

Q: What is the hit arcade game of the year?

A: The answer is clear; very clear; much clearer than mud. *Mortal Kombat III*

As you might guess, Nine Inch Nails is doing rather well with their recent global exposure, and unquestionably, *Mortal Kombat II* is a hot property as well. The soon to be arcade classic is a merchandising gold mine: T-shirts, posters, comic

books and let's not forget, the home version.

Chicago-based Williams Bally/Midway is the company that designed and manufactured the original *Mortal Kombat II* arcade game. They negotiate with companies for the rights to produce various merchandise, selecting the best candidate for each product. Who better, then, than Acclaim Entertainment to produce *Mortal Kombat II* for the home system including SNES, Genesis, GameBoy, and Game Gear.

The Williams and Midway/Acclaim relationship started several years ago when Acclaim was impressed with Williams' Smash TV arcade game. Likewise, Williams Bally/Midway saw that Acclaim

was a leader in the consumer video game market and a marketing powerhouse with a strong distribution network. Acclaim and WMS (parent company of Williams Bally/Midway) struck a deal whereby Acclaim would have the first right of refusal (first opportunity) to publish any Williams' or Midway video arcade game for the various home systems. Call it dumb luck, or more likely, brilliant foresight on the part of Acclaim, that Williams Bally/Midway would soon produce such hits as *Mortal Kombat* and *NBA Jam*.

While Acclaim acquires many of the top licenses in the world, are brilliant marketers, and manufacture many of their titles, they do not actually develop the



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FACE OFF WITH YOUR FAVORITE PLAYERS IN THE DARK AND FOREBODING SEGA MORTAL KOMBAT II OUTWORLD.

game. For this, Acclaim scans the globe for the best game developers to "mine their gold," if you will. And for that they pay these developers handsomely with fees and royalties. A royalty is paid the developer after an agreed upon number of games is sold, say maybe 200,000. This helps to inspire the developer to make the game great.

Acclaim is careful to select developers that are competent and that can deliver the game on time. The developer must be game savvy, have strong programmers, talented artists and musicians, and tremendous dedication in meeting today's quality standards and aggressive deadlines. There would be a tremendous loss if the schedule slipped and Mortal Kombat II were not ready on time for Christmas, let alone September 9, the scheduled release date for the game, around which Acclaim advertises heavily. Acclaim is also careful not to put all its "fatalities and babalities" in one arena, and so in the case of MKII, chose to give one company a contract to develop the SNES version and another the Genesis and portable versions.

Needless to say, the developers are chomping at the bit to get in on a piece of the action. After all, a game like Mortal Kombat II can keep a developer financially healthy for many years. It was soon decided that the dynamos at Sculptured Software and Probe will develop the SNES and Genesis versions, respectively, the same two companies developed the respective versions of the original Mortal Kombat a year earlier.

The negotiating process isn't simple for a

project of this magnitude. In November of '93, Acclaim and the developers were still trying to come to terms. Development had yet to begin. Typically, it can take a year from start to finish to develop a game. This makes for an aggressive schedule if the developers are to make the deadlines for the scheduled September 9 release date.

The game must actually be finished in June to ensure enough time for evaluation by Nintendo and Sega, manufacturing and shipping to retailers.

The first step that Sculptured Software took was to look at ways of improving upon their previous effort in developing Mortal Kombat. Mortal Kombat (SNES), though graphically appealing, lacked in recreating the nuances of the play of the arcade game. It also lacked the arcade game's trademark blood and some of the more violent fatalities due to Nintendo's strict adherence to its coveted "guidelines." These were issues that needed to be resolved to guarantee the success of the

SNES version of Mortal Kombat II. Acclaim wanted sales. Sculptured wanted sales. Nintendo didn't want to lose market share to Sega. Each need only compare the sales of the SNES and Genesis versions of Mortal Kombat to realize that the Genesis version was the player's choice. And thus, the "Mortal Kombat Rule" was invoked.

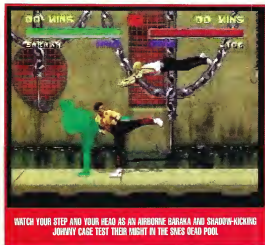
Nintendo bent to player demands, in that a Mortal Kombat without blood just wasn't the same game.

Sculptured would respond to player demand as well. For Mortal Kombat II, they translated the arcade game code more directly to ensure that the characters' moves, combos, and intelligence were as close to the arcade game as possible.

Probe realized that this go-around would be more competitive. They needed to do all they could to make the Genesis version compete well for those players that would make a choice between the two versions.

With all the remedies seemingly in hand, development began. The first step for the developer was getting material and support from Midway and Acclaim. The arrival of the yet to be released Mortal Kombat II game in the Sculptured offices

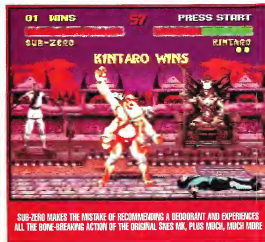




was greatly anticipated, even more so than Friday's free cookies and milk. Midway and Acclaim realized that to do a great adaptation of the arcade game, the team must be very familiar and knowledgeable with the arcade game.

While the team is spent tremendous hours at the controls of the MKII arcade game (what a job!), Acclaim gathered source code and art data from the arcade game to send to Sculptured and Probe. With these materials, the programmers and artists finally could get down to work, or so it seemed. Williams was still at work tracking down bugs and making some revisions to the arcade game ROMS, so the source that the developers had in hand was not the final product. Such is the business. A game is never really done; it can always be improved and revised. At some point, though, a final version of the game was released. Sculptured and Probe were sent the final arcade game ROMS and made the necessary changes in the code that they had already begun to translate.

And so the dawn of the home version of Mortal Kombat II had begun. It was one of many dawns that the teams would see as they ventured forth. There is a lot of work to do and so little time to do it. 12-16 hour days would be the norm for a while. All in the name of Mortal Kombat II.



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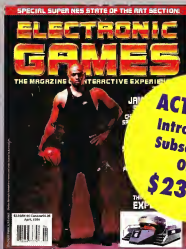
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JAX

STRATEGIES,
FATALITIES,
BABALITIES

CAGE

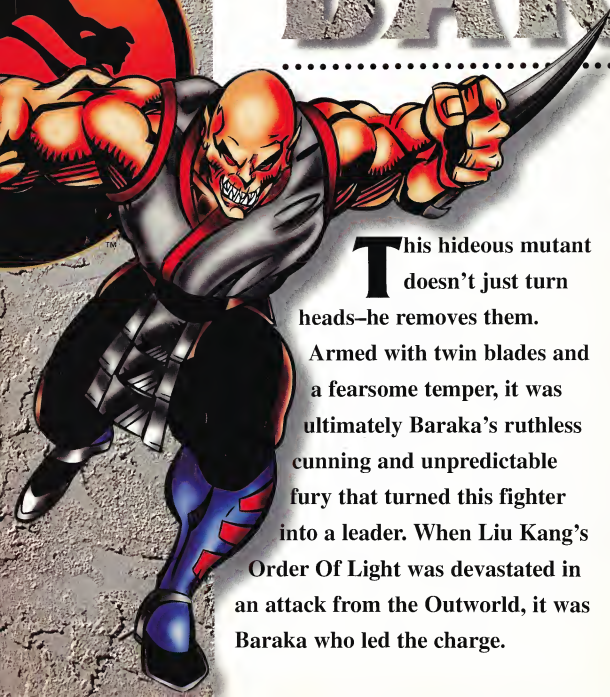
AND ALL
THE RIGHT
MOVES!

BARAKA





BAR



This hideous mutant doesn't just turn heads—he removes them.

Armed with twin blades and a fearsome temper, it was ultimately Baraka's ruthless cunning and unpredictable fury that turned this fighter into a leader. When Liu Kang's Order Of Light was devastated in an attack from the Outworld, it was Baraka who led the charge.

AKA™

More monster than man, it is still uncertain whether the gleaming swords he can extend from his exoskeleton are natural or a "gift" presented to him. The curious, however, have never dared to ask.

Even if he should speak, it's more likely that he'd demonstrate their use. Without that advantage, Baraka is still a worthy fighter. He knows no fear, diving headfirst into an enemy with full confidence in his abilities and the outcome.

Should a man dare to confront Baraka, he faces peril at any range. Merely by flailing his arms, he can reduce a man to shreds. With his extended reach, he can deliver a vicious swipe. Even those who seek safety in distance are prone to a

spark of fury from his rage.

Leaping at Baraka from above is virtual suicide when the blades are moving. Besides, he too can deliver some virtually unstoppable leaping assaults.

Little surprise, then, that this terrible warrior was hand-picked by Shao Khan to join his army. Mileena, somehow, is tied to the Outworld fighter as well. Can Baraka know affection, or is she merely a pawn in a greater scheme?

For now, Baraka is satisfied to take on all comers in the tournament. However, there seems to be a glint of ambition behind those evil eyes. Baraka has long been a leader, and it is impossible to believe he will be satisfied under Shao Khan's rule.



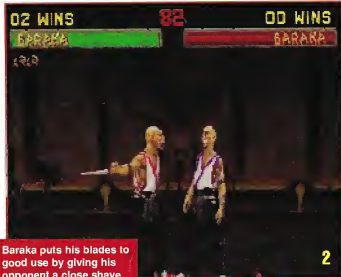
BARAKA REVEALED!

COLOR:	Blood Red
QUOTE:	"Grrrrrrr"
MOVE:	Shredder
FATALITY	Head Lop
FOE:	Mileena
TV SHOW:	National Geographic Explorer
COMICS:	Wolverine and Uncanny X-Men
ACTOR:	Hooch (from "Turner and Hooch")
FOOD:	Loose Meat Sandwiches

WHAT'S ON HIS MIND?

Will his spikes burn if he attempts to roast marshmallows on them?





Baraka puts his blades to good use by giving his opponent a close shave. A little too close...

HEAD SLICE



Help your opponent rise to the occasion of his defeat with this fatality

BLADE LIFT



HE LED THE ATTACK AGAINST LIU KANG'S ORDER OF LIGHT



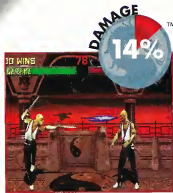
SHREDDER

Tap back three times and hit Low Punch for the Shredder.



BLADE SWIPE

Tap back and hit High Punch to extend the reach of your attack.



BLADE SPARK

Roll the joystick down to back, and hit High Punch.

BASIC MOVES



HOP KICK & SPARK

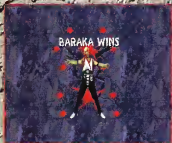


This combo is unique to Baraka, but it has similar timing to Johnny Cage's Jump Kick Fireball. Remember, the key is to have the joystick in the back or down position as you do the jump kick. As the kick connects,



rolling the stick forward and pressing the button will complete the move. Don't hit the button too early or too late, because the spark catches opponents toes. The timing is tricky to master, but it makes for a cool combo.

THE "PITS"



The savage Baraka's pit move was a mystery for a long time. It is achieved by tapping forward twice, down once and pressing high kick.



The universal Death Pool pit is performed the same for all characters. Hold low punch and low kick, then jump in close. Press down and high punch for the upstuck.



FRIENDSHIP



BABALITY



BARAKA BELONGS TO A NOMADIC RACE OF OUTWORLD MUTANTS...

PUNCH & SPARK



As a defensive combo, this one is fairly simple to execute. On a jumping player, initiate one or two standing high punches to bounce them in the air. While



they juggle about in mid-air, roll the joystick in the circular motion. Don't press the high punch too fast, though, because you must wait until your charac-



ter recoils from the jabs. Since this isn't a one-two combination, the animations don't blend. You must wait for your jabs to take effect before pushing the button.



ROUNDHOUSE SHREDDER



This move is an awesomely devastating corner trap! When your foe is against the far wall, jump in with a deep kick. If you land low and deep enough, you'll be



able to roundhouse them in the air before they can land. The trick is to tap and hold back the controller for the roundhouse. This is because you need to use



the back motion of the roundhouse as part of the back motions for the Shredder. This does major damage and looks super cool.



HIS FIGHTING SKILLS GAINED THE ATTENTION OF SHAO KAHN

PUNCH AND KICK



This is a much easier defensive combination for Baraka to initiate. Instead of trying to do a Spark after a few standing high punches, simply perform a jump



kick. This is a lot easier to time and doesn't require nearly as much skill as the other combination. Still, the best defense for Baraka against jumping players



is to always tap back and be prepared to catch them in the Shredder. That is, if anyone should be foolish enough to jump at you!

KICK, PUNCH & SPARK



Try this corner trap combo for an easy three hits. When your opponent is against the far wall, jump in with a deep kick. Before he



hits the ground, throw a standing high punch to keep them in the air. They will still bounce off the invisible wall on the right and



remain airborne. Quickly do the Spark motion, and tap the high punch to catch them before they have a chance to land and block.



GAME OVER

The maniacal Baraka will stop at nothing to be King of the Outworld, and that includes destroying those he used to work for.



KNOWN FOR HIS UNPREDICTABLE ACTIONS AND WILD FITS OF ANGER, BARAKA GOES ON A RAMPAGE.

AFTER DEFEATING THE EARTH WARRIORS HE ATTACKS SHANG TSUNG, KINTARO AND FINALLY SHAO KAHN HIMSELF.



AFTER DEFEATING SHAO KAHN, BARAKA'S RACE OF MUTANTS ARISE FROM THE WASTELANDS AND REBELL AGAINST WHAT IS LEFT OF KAHN'S ARMY. THEY EVENTUALLY WIN AND THE OUTWORLD COMES UNDER THE RULE OF KING BARAKA.



CAGE

.....

For Johnny Cage, the price of fame was credibility. His pretty-boy good looks combined with martial arts skills made him a first-rate action star.

However, the general public dismissed his prowess as nothing but choreography and special effects.

In order to prove himself once and for all, Cage risked his life in the original Mortal Kombat tournament. He found friends and allies like Liu Kang, and with their help, he survived the matches.



THE HOLLYWOOD HERO RETURNS

Upon his return, Cage finally claimed the respect he deserved—and made a blockbuster movie called *Mortal Kombat*.

However, incurring the wrath of Shang Tsung and the Outworld is not something from which you can easily walk away. After being taken by surprise on the movie lot, Cage was pulled into the Outworld to “participate” in the new tournament.

He may be reunited with his former allies and joined by a few new ones, but ultimately Johnny Cage must stand alone.

Fortunately, Cage is up for the challenge. His trademark Shadow Kick is not just a pretty move to climax a scene—it’s a devastating assault designed to stagger the

toughest foe.

Those who felt his energy bolts were just computer-enhanced softballs will be sorely disappointed to learn that the attack is powerfully real.

The dynamic Groin Punch has made moviegoers nationwide cringe, but Cage isn’t opposed to fighting a little bit dirty when his life is on the line.

He’ll need every one of those moves to survive his newest ordeal. This is a world where “gross” has nothing to do with profits, and it may be Baraka yelling “Cut!” instead of a director. Shao Khan has called Johnny Cage for a command performance, and in the Outworld there is no kill fee.



CAGE REVEALED!

COLOR:	Azure Blue
QUOTE:	“I can’t wait to look in the mirror” —from <i>Hard to be Humble</i>
MOVE:	Shadow Kick
FATALITY	Torso Tear
FOE:	Baraka
TV SHOW:	House of Style
COMICS:	Richie Rich
ACTOR:	Johnny Cage (who else is there?)
FOOD:	Tofu and Mineral Water

WHAT’S ON HIS MIND?

“Why doesn’t anyone take me seriously and why doesn’t Cindy Crawford return my calls?”





1



3



2

Talk about upper body strength! Cage outdoes himself with this sidesplitting fatality!

TORSO TEAR



1



3



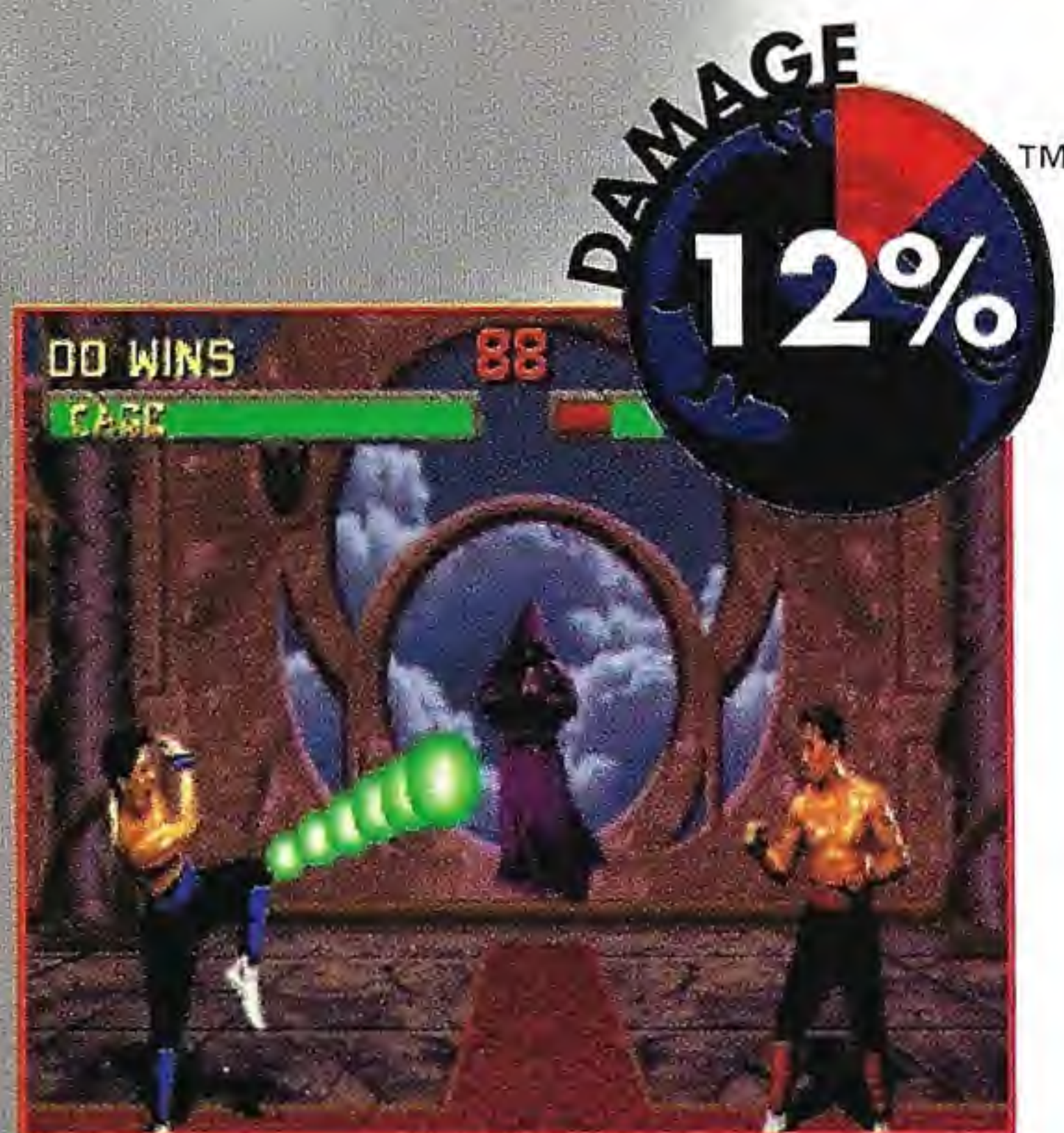
2

Knock your opponent's block off, literally, with this gory fatality. Johnny Cage's Head Removal Service at your disposal!

HEADLESS



THERE HE WILL COMPETE IN A TWISTED TOURNAMENT ...



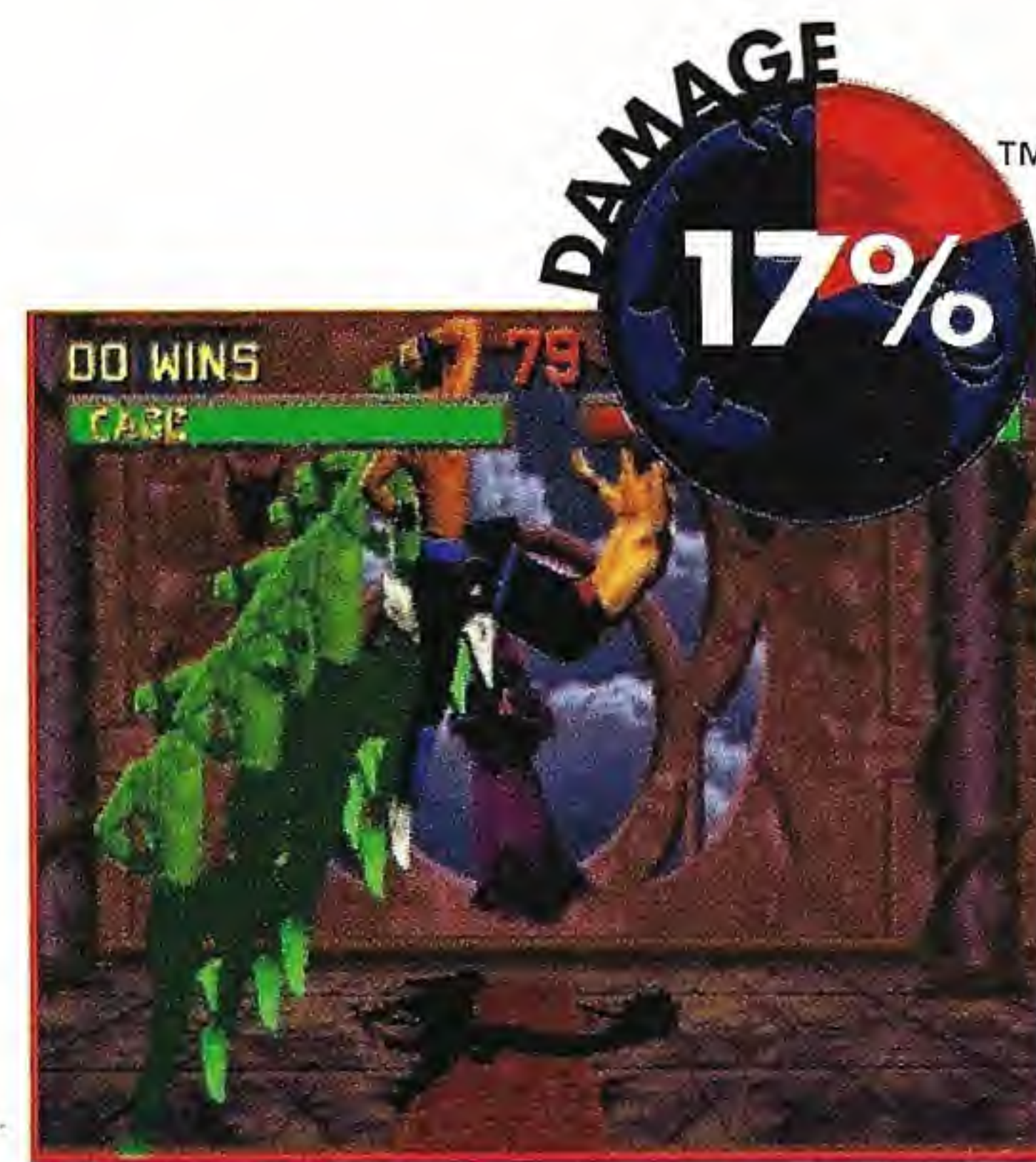
LOW FIREBALL

Roll the joystick down and forward, and hit Low Punch.



SHADOWKICK

Tap the joystick back then forward, and hit Low Punch.



SHADOW UPPERCUT

Tap the joystick back, down and back, and hit High Punch.

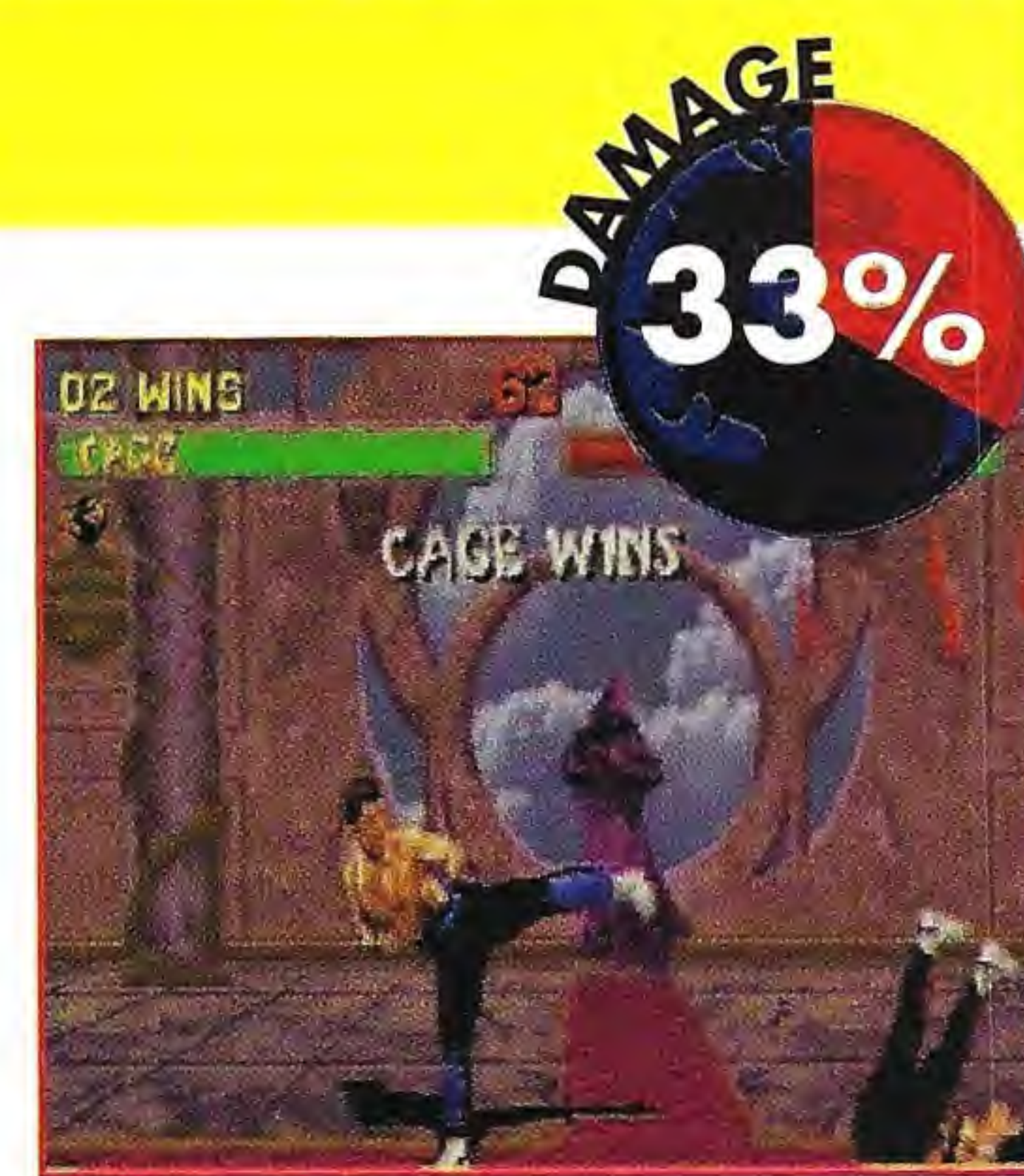
BASIC MOVES



JUMP & SHADOW KICK



This is one of the easiest combos to complete. Even beginners to the Mortal Kombat feel will be able to perform this quick one-two combo. The only tricky part is when to actually do the Shadow Kick. The timing isn't hard, but it will take a



little practice. If you try it too early, the Shadow kick will not come off at all. Wait until your character lands, and don't try the motion too soon. There is actually a large window to perform this one; just don't be over zealous.

THE "PITS"



Cage has a very simple "pit" maneuver. Simply get up close to your enemy, and tap down three times followed by a high kick to take them out.



The universal Dead Pool pit is performed the same for all characters. Hold low punch and low kick, then jump in close. Press down and high punch for the uppercut.



FRIENDSHIP

4

HK



BABALITY

3

HK

WHICH HOLDS THE BALANCE OF EARTH'S EXISTENCE, PLUS A SCRIPT ...

JABBING FIREBALL



Here is Cage's defensive combo. Like those of his counterparts, the defensive strategy starts with a couple of standing high punches to freeze a foe spinning in the



air and keep them "floating" above the ground. After one or two punches you can throw a low fireball or use a well timed Shadow Kick to knock them back



even further. The Low Fireball counter is harder to execute, but it may look a little more impressive since all Shadow Kick combos are relatively easy to do.

JABBING SHADOW KICK



This is an easier defensive combo than the jabbing fireball listed above. The mechanism is the same, whereby you use the standing high punches to juggle



your opponent in the air. The Shadow Kick is easy to get off if you delay the move just a bit and try not to execute it too early. On the other hand, if you're too late,



the opponent will fall to the ground and you'll slide over him. It's fairly easy to pull off once you get the timing and range for the punches down.

FOR ANOTHER BLOCKBUSTER MOVIE

HOP KICK & FIREBALL



This deadly maneuver is a lot harder to pull off than the Shadow Kick one-two combo. The key is to keep the joystick pulled back as you do the jump



kick. The reason for this is that it allows you to perform a half circle move to get off the Low Fireball quickly. If you try to do the fireball immediately after you



kick, it will be too late. It is very important that you begin the motion, and time the button press just right to execute this complicated move.

PUNCH & KICK



Try this awesome corner combo that's guaranteed put a big hurt on your opponents. When your adversary is trapped against the far wall, jump in deep with a kick,



and then immediately crouch down and pump two low jabs. If you are really quick, you can even stand up and do another jab (standing high punch).



You can also follow this juggling combo with a Shadow Kick for an extra cool volleyball effect combo that will totally freak out your opponent.



GAME OVER

Cage proves that he can do his own stunts as he wins the Outworld tournament. Of course, he makes a bundle off the movie rights!



AFTER DISAPPEARING FROM THE SET OF HIS LATEST MOVIE, CAGE FINALLY RESURFACES. HE USED ALL HIS KNOWLEDGE AND EXPERIENCES AS A FIGHTER TO END THE OUTWORLD MENACE.

NOW HERALDED AS A TRUE HERO, CAGE RECEIVES THE RESPECT HE RIGHTFULLY DESERVES.



HE ALSO GETS HIS INSPIRATION FOR THE SEQUEL TO HIS BLOCKBUSTER MOVIE MORTAL KOMBAT. MK II IS RELEASED AND QUICKLY BECOMES THE GREATEST NOTION PICTURE EVENT OF ALL TIME. CAGE REALIZES THAT MK III IS INEVITABLE.



JAX

.....

Major Jackson “Jax” Briggs is a man on a mission and nothing—nothing will stop him. Reacting to a distress signal from fellow special-forces agent, Lt. Sonya Blade, Jax begins his deadly journey to the bleak and unholy Outworld.

Vowing never to give up his search for Sonya, Jax is forced into Shao Kahn’s tournament as his only chance to rescue his comrade from the diabolical clutches of her arch-nemesis, the evil Kano.

BIG BAD BRIGGS KICKS SOME BUTT

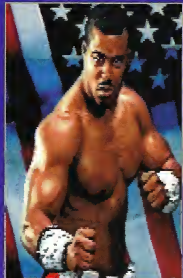
Unfortunately for Kano and anyone else who dares to stand in his way, Jax has been severely underestimated. The bloody carcasses of his fallen opponents are a testament to his brutally savage fighting skills. In fact, the special forces agent would have probably entered the tournament of death simply for the fun of it—he truly enjoys busting heads and taking names.

The human equivalent of a Mack truck speeding out of control, Jax exhibits Earth-shaking power with his bare fists and a fierceness comparable to that of the monstrous Outworlder, Baraka.

A formidable opponent based

on his strength and athleticism alone, Jax' intensity and rage bring him to an entirely different plane. If anyone dares to interfere with his mission, Jax can unleash a devastating series of combinations, setting up his opponent for bone-crushing mega-damage moves.

It's been said that Jax may possibly be the strongest man in the world—however, he's certainly never battled the likes of the fearsome four-armed beast-man Kintaro ... or his master, the evil Shao Kahn. But Jax would take on them all to save his friend and fellow agent, Sonya Blade, and bring down the treacherous Kano and his Black Dragon society.

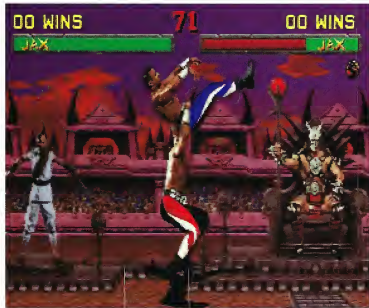


JAX REVEALED!

COLOR:	Red, White & Blue
QUOTE:	"I Shall Return"
MOVE:	Backbreaker
FATALITY	Arm Removal
FOE:	Johnny Cage
TV SHOW:	The A-Team
COMICS:	Sgt. Fury and his Howling Commandos
ACTOR:	Johnny Cage (until he met him)
FOOD:	Popsicles

WHAT'S ON HIS MIND?

Why doesn't superglue stick to the inside of the tube?





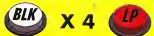
One way to keep an opponent down is to separate his head from his body! Like Jax says, clap on, clap off!

HEAD CRUSH

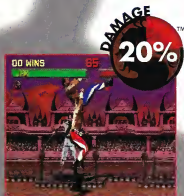


Since your opponent has been defeated, he won't be needing his arms anymore, so just pull them off!

ARM PULL

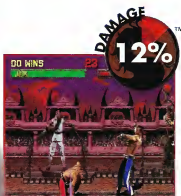


JAX BRIGGS, LEADER OF A TOP U.S. SPECIAL FORCES UNIT



BACKBREAKER

Press block while jumping at your airborne opponent.



EARTHQUAKE

Hold Low Punch for approximately five seconds and release.



WAVE THROW

Roll the joystick down and back, and hit high kick.

BASIC MOVES



JUMP & GRAB



Here is a Jax original. His Gotcha' grab is a very devastating move that does as much damage as an uppercut or throw. It is relatively easy to blend with a jump kick. Jump in very deep, hitting your opponent as low as possible (as



shown above). As you jump in the air, start tapping forward for the Gotcha' Grab. Press the low punch as your character's toes touch the ground, and the kick will blend into the Gotcha' for a mean looking quick combo...

THE "PITS"



Start out by holding block so your fighter will not move. Tap up twice, down once, and let go of block as you press low kick. Both pits are done with the same move.



The universal Dead Pool pit is performed the same for all characters. Hold low punch and low kick then jump in close. Press down, and high punch for the uppercut.



FRIENDSHIP   



BABALITY    

AFTER RECEIVING A DISTRESS SIGNAL FROM LT. SONYA BLADE...

SMASH & BREAK



Performing a Head Konk (forward and high punch) will make your opponent dizzy, and give him a splitting headache. Follow-up



with a jump over and a turn around kick into the backbreaker—all the while holding low kick to charge the Earthquake. After



they bounce off of the Backbreaker, release low kick. If your opponent is still standing, he won't be much longer.

KICK & BREAK



The initial jump kick must be deep enough to pop them up for the air Backbreaker. For extra damage, hold the low kick as



you jump in to charge the Earthquake. Make sure to release the low kick as your opponent bounces off and is still flat his



back. If you release it too late or too early, you are vulnerable to uppercuts before initiating the dreaded Earthquake.

JAX EMBARKS ON A RESCUE MISSION INTO A GHASTLY WORLD

ULTIMATE DAMAGE



If a player jumps in on you, initiate one or two standing high punches, and follow them up



with a quick hop kick. Hold down low kick to charge the powerful Earthquake, and from the jump



kick, quickly press block for the devastating Backbreaker, and release the low kick button.

DOUBLE KICK



This is a combo that is entirely unique to Jax. This one-two combo is easy to perform, and it looks quick since others can't



pull it off at all (or with much more difficulty). To perform this combination, jump in deep, and tap the high kick to catch your



opponent off balance. It does decent damage, but it is used more often simply to show off Jax's special ability and style.



GAME OVER

The mighty Jax wins the tournament and rescues his comrade-in-arms, Sonya.



JAX FINDS SONYA HELD CAPTIVE ALONGSIDE THEIR ARCH ENEMY KANO. HER ONLY CHANCE OF ESCAPE IS BY JAX ENTERING SHAO KAHN'S CONTEST. WITH FIERCE DETERMINATION HE CATCHES THE OUTWORLD WARRIORS OFF GUARD AND WINS THE TOURNAMENT BRINGING SHAO KAHN'S RULE TO A CRASHING HALT.



DURING THE CHAOS THAT FOLLOWS, JAX AND SONYA ESCAPE THROUGH THE DIMENSIONAL GATE FROM WHICH THEY ENTERED. KANO ONCE AGAIN ELUDES CAPTURE BUT JAX AND SONYA KNOW THEY WILL CROSS PATHS WITH HIM IN THE FUTURE.

"I AM SMOKE"



Uppercutting someone on the portal stage will introduce you to the "toasty" man, Smoke. To fight him, pull down the controller and press start. He has the spear of Scorpion and twice the speed.

"I AM JADE"



To find emerald-clad Jade, you must win one round on the stage before the "2" using only your low kick (this is usually the Shang Tsung stage). She has a killer fan but is susceptible to the jump kick.

SEEKING THE UNKNOWN

A LOOK AT MKII'S
HIDDEN HITMEN,
JADE AND SMOKE!

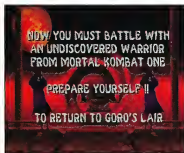


YOU MUST WARRIOR

These two hidden characters are remnants from the first *Mortal Kombat* ... or are they? You must travel through the portal to Goro's lair and try to defeat the undiscovered warriors of the Earth realm. This stage is a digitally enhanced version of the last stage from the original *Mortal Kombat* (where you faced Goro and Shang Tsung). The one important fact to remember when fighting these special

characters is to use regular moves. Special moves are useless on them! The best way to beat them is with jump kicks. Jade has fans like Kitana but is much faster. Simply block the fans and use kicks to the head. As for Smoke, he has Scorpion's spear, but uses it faster as well. If you try to block too long he will run in and throw you. Try jumping over his spear to kick.

These cocky characters are fond of asking riddles and taunting the other *Mortal Kombat*ants as you play. Often they may appear to you giving hints about how to reach them. Pay close attention to some of their hints, because they all have little hidden meanings and they don't appear very often. Their speed and accuracy are tough to overcome.



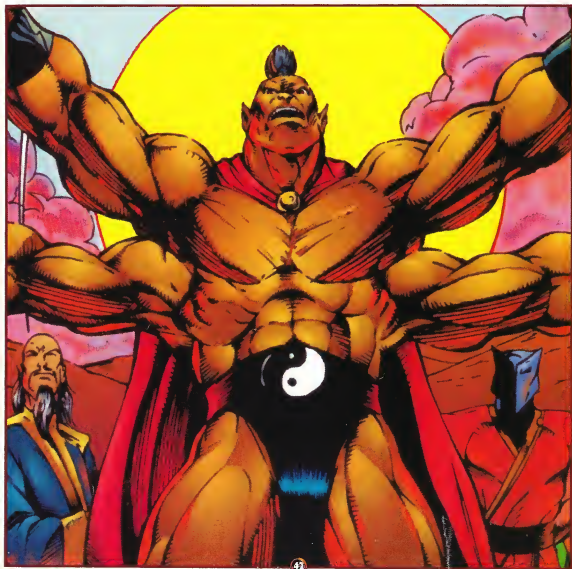
Commonly Overheard Jade & Smoke sayings:

- "Toasty!" –Smoke
- "Ermac Who?" –Jade & Smoke
- "Restrict Yourself!" –Jade
- "Portal!" –Smoke
- "I will meet you in Goro's Chair!" –Jade & Smoke
- "Prove Yourself!" –Smoke
- "You Can Not Defeat Me!" –Smoke



BATTLE WITH AN UNDISCOVERED FROM MORTAL KOMBAT ONE

Mortal



Komics

The Arcade Rage Hits the Comic Page

What is it that makes *Mortal Kombat* so appealing to so many fans?

Theories have ranged from an inert, savage bloodlust starving for gratuitous violence to an appreciation of the pretty colors.

Both hypotheses are probably true, but there's got to be something that's maintained interest enough for a sequel and an upcoming sequel to the sequel.

Charles Marshall, writer of Malibu Comics' *Mortal Kombat: Blood & Thunder* and *Goro: Prince Of Pain* says it's the personality behind the game's characters that's appealing.

"To me, it's always been the characters," Marshall says, "I mean, there are a lot of similar games, but the characters just always seemed to be so much more interesting than any of the others."

More than just characters that knock each other around, the *Mortal Kombat* cast have past histories and personalities that make them seem to take on a life of their own.

"That's the thing that I really liked," agrees Marshall, "the histories. You got a feeling that there was so much more going on than even was presented on the screen."

"I saw so much potential when I first started playing the game," he continues, "I thought it was dripping with comic book material."

And that sort of material is something Marshall is quite familiar with, having worked in the comic industry for years writing for such varied titles as *Planets Of The Apes*, *Star Trek: Deep Space Nine* and *Ex-Mutants*.

Marshall was happy to take up writing the *Mortal Kombat: Blood & Thunder* project, in that he could help contribute to the already rich background of the MK characters. "It was fun being a part of making that history," says Marshall.

That history has unfolded in the *Mortal Kombat: Blood & Thunder* miniseries, and it promises to continue into other projects as well.

The *Blood & Thunder* story arc deals with



an event which postpones the *Mortal Kombat* tournament for the first time in history.

The host of the tournament, the evil Shang Tsung, has put off the event due to a miraculous discovery. The diabolical sorcerer has come close to opening the Tao Te Zahn—the mysterious 'Mortal Kombat book' which would grant him some interesting and fortunate powers.

"The *Mortal Kombat Book*," explains editor Mark Paniccia, "teaches all the moves of *Mortal Kombat*. Whoever gets the book opens it up and gets that knowledge and becomes the world's greatest warrior."

However, soon after Shang Tsung finally manages to open the book, Kano steals it. A chase involving all the characters ensues.

"The premise of this book," says Marshall, "is that seven riddles have to be answered

before the power is bestowed on whoever has it. Each character, as they get it, manages to answer a riddle before the book gets snatched away from them."

This chase will take place throughout the *Mortal Kombat* world as different groups attempt to retrieve it. At the same time, various subplots will be elaborated upon, such as Scorpion's continuing quest for vengeance against Sub-Zero and Sonya's pursuit of the criminal, Kano.

Soon, however, the series loses a major player as Goro vanishes from the *Blood & Thunder* storyline, but reappears in his own title *Goro: Prince Of Pain*. This three-issue limited series introduces a God of Chaos and a God of Order from the same pantheon as Rayden.

"Goro is effectively recruited by this God of Chaos," says Marshall, "to basically just help create more chaos, which is actually something Goro should be good at."

"In *Prince Of Pain*, we introduce a new character for Goro to pound on called The Kombarant," he describes, "who is actually a monstrous being who has all the powers and abilities of all the original *Mortal Kombat* characters. He can throw ice like Sub-Zero. He can throw electricity like Rayden—which actually makes for a bit of fun. It's just kind of wild. Then again, getting to introduce the *Mortal Kombat II* characters is just a lot of fun."

Yes, you heard it right!

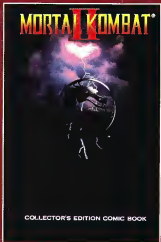
Though they'll receive a bigger spotlight in the upcoming *Mortal Kombat Tournament Edition*, the cast from *Mortal Kombat II* will make their comic book debut in the *Goro: Prince Of Pain* miniseries.

In December, both *Goro: Prince Of Pain* and *Mortal Kombat: Blood & Thunder* will lead into *Mortal Kombat Tournament Edition* where the two storylines will wrap up in a huge fifty-page story.

Few details have been released, but Charles Marshall will say that the *Tournament Edition* will pit the original *Mortal Kombat* characters against the crew from

by Joe Fielder

KOLLECTOR KLASSICS



A limited number of Official Mortal Kombat collector comic books are still available directly from Midway Mfg. To get your own copy of these thrilling comics that reveal the hidden secrets of your favorite characters, send \$3.00 for the MKI and/or \$5.00 for MKII to:

Mortal Kombat Stuff
1340 W. Irving Rd.
Suite 414
Chicago, IL 60613

Mortal Kombat II.

In the beginning of the project, the Midway production explains that they used the John Tobias-created *Mortal Kombat Collector's Edition Comic* as an inspiration on which to base their series.

"We used that as a guide," Panlaccia says. "We tried to [remain] true to what his original vision was and make it applicable to today's market as well."

From there, says Marshall, the series largely went its own way. "We did cull some of that material into our first issue," the writer says, "but at that point, we deviated pretty severely. I thought the comic they did was really well done, and that was one of the reasons I didn't mind trying to keep the storyline as similar as it is."

Obviously, the story of Mortal Kombat will provide certain blockades for a writer as the characters effectively try to snuff out each other's existence.

"That was one of the problems we had originally with the game," tells Marshall. "If you take the basic premise of Mortal Kombat ... it's basically all these warriors gathering on an island, [and] killing each other. There's not much of a storyline there [for an extended story], but there's definitely an ending. So what we looked for was a way to keep this going, and to find some of the background stories."

That's when the creative team came up with the Tao Te Zhan, and soon found ways to realize the possibilities that the comic format can have beyond the Mortal Kombat game.

"The thing that I've enjoyed more than anything else," Marshall tells, "is playing the characters against each other. How does Kano act when he's with Rayden? How does Sonya act when she's with Johnny Cage? What's the relationship there? [In the game,] you get the histories, and you know something about the characters. What you don't know is what they're going to say to each other the first time they meet, and to me, I got a big kick out of that. There's going to be lots of fighting, lots of action, but what people I talked to liked was that interaction. That's what you don't get from the arcade game."

Everyone has a bias for one or two of the game's characters. No one is exempt from this, especially the *Mortal Kombat* writer, and Marshall is quick to admit that

Rayden and Goro are his two favorite characters to write for out of the entire MK/MK II crew.

"I really like Rayden," he says. "I have a lot of fun writing him, just because he's so [aloof]. He's always talking in the third person like, 'Rayden does this' and 'Rayden will do that.' We've made him more above the rest of them. [And] Goro is a really fun character, he's just a blast."

"There are things I like about all of them," continues Marshall. "I was surprised because, from watching the game, I didn't really like Liu Kang that much. But the way we've played him in the comic, he's starting to really appeal to me as well."

Readers of the *Mortal Kombat: Blood & Thunder* series will notice that Marshall has introduced quite a few new characters. But before everyone can say, "Oh, Fodder," Marshall explains that may not entirely be the case.

"Some of them you just know are going to be gone," Marshall chuckles. "It's like on Star Trek when they beam down with the extra guy!" he laughs. "That's the thing about ... when you see those extra characters, you pretty much know their lifespan [isn't going to be too long]."

"That's how they



started off, but actually, at least one has made the cut into the next series ... and not in a way that is very nice ... or very pleasant. It's going to be interesting [to see] the way it works out."

A huge factor in making the series as

successful as it is the distinctive feel the art team of Patrick Rolo and Bobby Rae bring.

"I just can't tell you enough how great their artwork is—especially together," says Marshall. "It's the same creative team who worked with me on *Ex-Mutants*, so I had a chance on that book to see what these guys could do. I mean, I knew what to do to give Patrick Rolo the most opportunities to deliver, on just how strongly he could compose the page."

Editor Mark Paniccia agrees. "Patrick Rolo has a very dynamic style," he says, "and it works very well with this [comic] where every other page is a fist-fight."

Much of the credit for the look of the books also goes to the efforts of Malibu colorist Scott Saba.

"[Saba] has put a lot of time and energy into the coloring this book," Marshall says, "and it really shows. I

think he's really put a lot of thought into how this book should look from a colorist's standpoint."

And so far, the fan response to *Mortal Kombat: Blood & Thunder* has been incredible.

"I haven't seen the numbers but I go to smaller shows and do some store signings," says Marshall, "and all I had were a few Xerox pages of some of the first issue—and I had people trying to buy the xeroxes off me! That's the first time that's ever happened with me. It's just been amazing [with] the interest that it's drawn. I know the first issue just blew off the shelves; I didn't even see it on the stands."

For those who didn't get the opportunity to grab a copy of *Mortal Kombat: Blood & Thunder* #1, Malibu is reprinting the issue in November in an all-new expanded format. This special edition book will feature all of the previous contents, sample pages from Patrick Rolo's sketchbook, a new Rolo cover and several other features as well.

Also in November is *Mortal Kombat* #0, which reprints the four special prequel stories that were printed in various other publications. These stories set the stage for issue #1, telling just how each of the *Kombatants* made their way to the island of Shang Tsung. Scott Saba will provide a computer-generated graphic cover for the collection.

The next wave in the *Mortal Kombat* line



LISTEN: THE SOUND BROKS LOUDER, MORE DEFINED.

THE WAVES CRASH STRA BENEATH A BACKBEAT C THUNDER.

SOON THE JOURNEY WILL BE OVER AND THE SONG WILL BEGIN IN EARNEST.

A CHORUS OF TENOURS, CALLED CLITONS BY ONE UNTIL ONLY A SOLO VOICE REMAINS.

begins almost immediately after *Blood & Thunder* ends. 1995 starts out with a *Mortal Kombat Special Forces* one-shot in January. The U.S. Special Forces are, of course, the government team of highly skilled "special-powered" humans to which Sonya Blade and Jackson "Jax" Briggs belong.

The main story features an all-out conflict between all-new U.S. Special Forces agents and Kano's Black Dragon Clan.

"It's going to be a forty-page special that'll have a four page preview story of the new *Mortal Kombat* series, *Battlewave*," explains editor Paniccia "and it'll also have a preview of the new miniseries that we're doing."

"Just as we had an accompanying 'sister' series, which was the Goro miniseries, we'll be having two different miniseries," he continues.

"The first series will be *Kano/Rayden* and the second will [feature] characters from *Mortal Kombat II*, one of them Baraka. *Kano/Rayden* will lead into the *Baraka* series, and then that will lead into another *Tournament Edition*. So for quite a while there, the readers will have a double dose of *Mortal Kombat*."

January's *Mortal Kombat Special Forces* will be written by Paniccia himself, and carry art by Kiki Chansamone, whose work fans can see on *Mortal Kombat: Blood & Thunder* #5 and Goro: *Prince Of Pain* #3.

The six-issue *Mortal Kombat: Battlewave* series begins in February, featuring the return of the Marshall, Rolo and Rae team. Look for the *Mortal Kombat* 'secret' charac-

ters to possibly make appearances in this new series as well.

There's no loss for story ideas with the *Mortal Kombat* crew, and the end of the comic line doesn't appear to be anywhere in sight.

"It's just a real strong mix of characters," says Marshall. "I think they're a lot of fun—[and] there's so much potential." ▲



MORTAL MERCHANDISE

COMPILED BY MIKE STONES AND JOE FIELDER

The entire world has been diagnosed with a condition known as Mortal Mania and no one is safe! Symptoms first began appearing many months ago when

Mortal Kombat hit arcades, but a new outbreak is taking place. The common characteristics that have popped up in human beings on several continents include increased hand/eye coordination, insomnia and adrenaline rushes which commonly occur after a session in the arcade or at home, but this time it has been attributed to playing Mortal Kombat II.

Even inanimate objects are not immune!

The game designers knew from the very beginning that it'd be a hit, but they never imagined this kind of overwhelming response. The Mortal Kombat logo is gracing everything from lunch boxes to milk caps and the end is nowhere in sight.

Mortal Kombat is one of the hottest properties in the country, and soon it will be everywhere. Rayden may even be ringing your doorbell for a "trick or treat," and he doesn't want any stinkin' raisins or dried up cookies—this god of thunder wants CANDY!

It's not uncommon for a hit movie or TV show to become a hot property and eventually be adapted for a video game, but Mortal Kombat is rewriting the books. To put it in perspective, *Daily Variety* reports that in its opening week, sales of Acclaim's home version of Mortal Kombat II grossed more than the opening weeks of *The Lion King*, *True Lies* and *Forrest Gump*!

When the hot property begins as a video game, the sky's the limit! With an upcoming movie, animated video, live tour and other major projects in the works, look for an explosion of Mortal merchandising as companies rush to give the people just exactly what they crave—more Mortal Kombat.

Here are just a few of the MK goods that are hitting the stores and ready to come home!

Mortal Kombat Game Gloves With Padded Thumbs by Smith & Margol, Inc.



Mortal Kombatants can play MKII in style with these super-cool gloves that help protect their hands for years of gaming excitement with no callouses! These killer gloves feature a padded thumb which lessens the chance of the dreaded "game blister" that many seasoned veterans of the tournament develop through excessive game play.

But wait! There's more! The uses of these gloves don't stop with video games—they're also ideal for bike riding, playing sports or just looking cooler than everyone else, AND they come in a resealable pencil pouch.

The Mortal Kombat Game Glove comes in two sizes: size 1 fits up to age 13 and size 2 fits 14 years and older and is produced by Smith & Margol in Gig Harbor, WA.

LUNCH!

Mortal Kombat Lunch Boxes
by the Thermos Company



Go to school in Mortal Kombat style! These sharp hard- and soft-shelled lunch boxes proudly picture the Mortal Kombat logo and dragon icon and come with a matching beverage container and cup from the Thermos Co. of Schaumburg, IL. (Kombatant-style lunches are sold separately.)

K O N T R O L

MK Video Game Controller

by Innovation
Technologies

Play Mortal Kombat II with the only game controller designed specifically for this blockbuster game! Featuring eight-button action, turbo, slow-motion settings, these controllers are even emblazoned with the Mortal Kombat logo. Models are compatible with both the Sega and Super Nintendo Entertainment Systems and are destined to take your play to a whole new level! These controllers are manufactured by Innovation Technologies from Old Daybrook, CT.



RAGE ON THE PAGE!

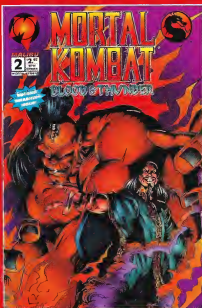
Mortal Kombat Comic Books

by Malibu Comics

Read all about the further adventures of your favorite Mortal Kombat characters as they enter the comic book realm in Malibu Comics' *Mortal Kombat: Blood & Thunder* five-issue miniseries!

Popular nemesis Goro also stars in his own three-issue miniseries: *Goro, Prince Of Pain*. Both storylines will culminate in what will assuredly be a fan-favorite, the *Tournament Edition*—where the casts of both MKI & MKII converge in a major conflict!

Written by Charles Marshall, who has also worked on Malibu Comics' *Ex-Mutants* and *Star Trek: Deep Space Nine*, and pencilled by Patrick Rolo (who also drew the cover for this mag!), *Mortal Kombat* is a first-rate book by first-rate talents. It is available on newsstands and in local comic shops everywhere.

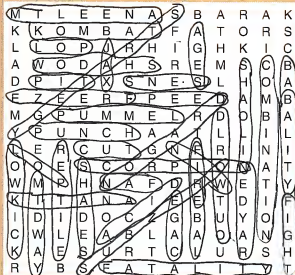


WALK THE WALK

Mortal Kombat Kostumes
by Disguise

You can talk the talk, but can you walk the walk? Now you can, and no-goodniks will jump out of your way as Disguise of Astoria, NY, provides Mortal Kombat fans with the opportunity to look like their favorite characters. Now you can be that much closer to being Rayden, God of Thunder!

PUZZLE KOMBAT



There are 39 hidden Mortal Kombat II words in this puzzle. Draw a line through them and unscramble the unused letters to form the mystery phrase below.

Find these hidden words:

ACID	LOW KICK
BABALITY	MIDWAY
BARAKA	MILEENA
BICYCLE KICK	OUTWORLD
BLADE	PIT
CAGE	PUMMET
COMBINATION	PUNCH
CUT	RAYDEN
DEEP FREEZE	REPTILE
DRAGON	SCORPION
EAN	SEGA
FATALITY	SHADES
FIGHT	SHADOW
FIRE	SHADIN
FIREBALL	SNES
HIGH KICK	STRATEGY
JAX	SUB-ZERO
KITANA	TORSO
KOMBAT	WIN
LOP	

MYSTERY PHRASE:

MORTAL KOMBAT RULES



MORTAL KONTEST

Send in your best MK artwork along with your name, address and age to win cool prizes! Create new characters, improve on the old ones or draw existing characters as we know them and love them. It's only limited to your imagination. 20 winners will receive a special Mortal Kombat prize!

Send Entries to:
Mortal Kontest 1
1920 Highland Ave.
Suite 222
Lombard, IL 60148

This contest is void where prohibited and Sendai Media Group staff and immediate family are not eligible. Entries will be judged solely by the MKII magazine editorial staff and entries will not be returned. Winning entries will be published in upcoming issues. Entry deadline is January 10, 1995.



KANO'S KOMBAT KORNER

Kano doesn't have a lot of friends in the Outworld or anywhere else. Some say it's because of his nasty disposition while others say the metallic face-plate he wears over his right eye simply makes him see red! We investigated for ourselves by putting on his face-plate and the pictures below are what we saw. See if you can make out the magnified pictures for what they really are. The answers are at the bottom of the page.



NAME THAT KOMBATANT

A T L B I A B Y
D N P H R F I S I
P D A B C H L E O
W I K K H S D O A C
L I R A L B F E
A B B R K C R K A
E U A K E Q R T H
C O H T A G

b a b a l i t y
f r i e n d s h i p
b l a d e c h o p
s h a d o w k i c k
f i r e b o l l
b a c k b r e a k e r
e a r t h a w a k e
g o t c h a
O U T w o r l d

Unscramble the names of the MK crew and maneuvers. Then guess the mystery word in the circles.



ANSWERS: 1. BABALITY 2. FRIENDSHIP 3. BLADE CHOP 4. SHADOW KICK 5. FIREBALL 6. BACKBREAKER 7. EARTHQUAKE 8. GOTCHA
MYSTERY WORD: OUTWORLD

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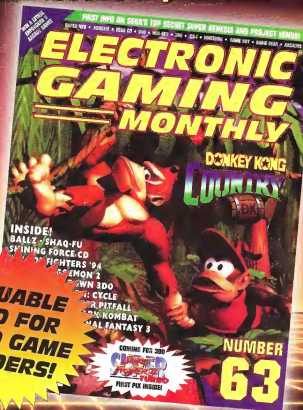
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